

have no tent. He doctored him in there.

(What did he do for him?)

Oh, he just tried to strengthen him--stop the flow of blood--hemorrhaging. But we gave him a red-eared pony for doctoring him instead of a black-eared one. And some other trinkets and blankets and stuff. But he never got well. He died in four days. That pneumonia was too strong. But he went home with all those trinkets and materials that we paid him.

(Well, were you supposed to give a black-eared pony?)

Whatever you want to--money, blankets, whatever. According to how much you think of your relatives. The more you think of him, the more you pay for him. If he gets more gifts, he does his best.

(Does he ever tell you how much he wants?)

Well, a few of them tell you how much. The principal has got to be this and this and always they have to have a smoke before they go in to doctor. Yeah, you have to roll him a smoke. When he smokes it, he's supposed to go. If he don't smoke it, he don't go. And when you come after him, you don't tell him nothing. You must roll a smoke and then you offer it to him. He knows the minute you offer it to him what you mean! And he begins to think whether he could go or not. All right, if he decides he can go, he smokes it. And then you tell him where you want him for and he'll go.

(Is that what you did when you went after Haumpy?)

Yeah. I find him there and when I saw him up out there I got off and rolled a cigarette and fix it all up and went over there. I didn't talk to him. I just smoked. And he's standing there and then I offered it to him. And I handed it to him and he